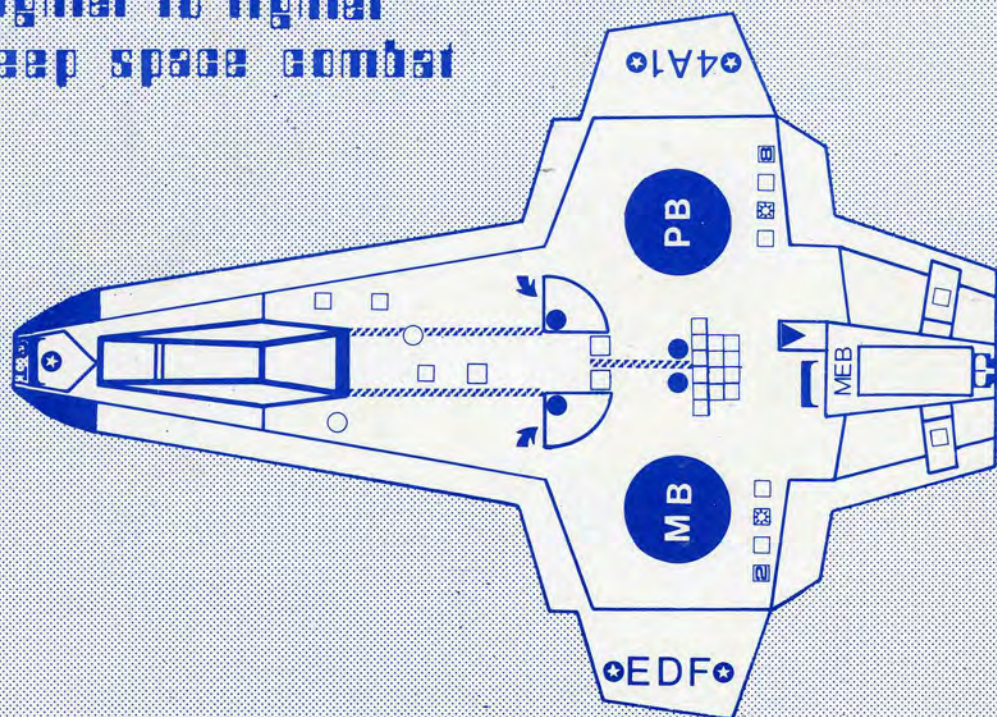


STARFLEET

fighter to fighter
deep space combat



STARFLEET STUDIES



STARHOUND



a starfleet studies production

by

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FIRST EDITION 1981

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Contents

CREW CAPABILITY RECORD CHART.....	24
CREW RATING.....	9
DAMAGE ALLOCATION AND EFFECT.....	16
DESIGNING SHIPS.....	23
EFFECTS OF COMBAT EXPERIENCE.....	10
ELIGIBILITY TO FIRE.....	5
ENDING THE GAME.....	12
EQUIPMENT NEEDED.....	1
FIRE CHART.....	CENTRE PAGES
FIRING EXAMPLE.....	8
FIRING PROCEDURE.....	5
FUEL.....	4
GAME VARIATIONS.....	12
HOMING MISSILES.....	6
MAXIMUM SPEED.....	4
MINIMUM SPEED.....	4
MOVEMENT.....	2
MOVEMENT ORDERS.....	3
ORDER CHARTS.....	24
ORDER OF PLAY.....	3
PERFORMANCE DEGRADATION.....	11
SCALES.....	2
SHIP CHARTS.....	19-22
SLOT FLYING.....	4
STARHOUND RATING.....	17
STARTING THE GAME.....	17
TARGET TYPE.....	5
TURN ANGLE INDICATOR.....	13
TURNING.....	2
USE OF THE SHIP RECORD CHARTS.....	18



INTRODUCTION

STARHOUND can be fought at two levels, Basic and Advanced, and each section of the rules comes under one of three headings. These are:

BASIC GAME: these rule sections are used in the Basic Game only.

ADVANCED GAME: these rule sections are used in the Advanced Game only.

BASIC & ADVANCED: these rule sections are used in both games. In this section, the term 'BOUND' is used for a MOVE in the Basic Game, and for a PHASE in the Advanced Game.

The headings 'Basic Game' and 'Advanced Game' which relate to any one particular rule section are mutually exclusive.

The Basic Game is the simpler of the two, and is fought on a move by move basis. Simple rules for crew capabilities are included.

The Advanced Game differs mainly in two important respects. The first is in the sequence of the moves. Each Move is split into three Phases, each phase being the equivalent of a move in the Basic Game. This grouping of three Basic Game moves into one Advanced Game move is purely to allow variation in the writing of movement orders in advance.

The second major difference between the Basic Game and the Advanced Game is the method of representing crew capabilities and rating. Crews gain combat experience in four areas: Weaponry Control, Piloting, Reaction, and Endurance. Various combinations of these factors are used to determine how well crews will fly and flight.

We strongly recommend that players begin with the Basic Game in order to familiarise themselves with the movement and firing rules before moving on to the Advanced Game. Even when this has been fully mastered, players may find the Basic Game ideal where large numbers of ships are involved.

EQUIPMENT NEEDED (Basic & Advanced)

Ship Models - we recommend the 'STARHOUND' range produced by Q.T. Models of Bridlington, a list of which appears at the end of the rules. This does not, of course, mean that players are precluded from scratchbuilding their own models.

Ship Record Chart - a chart is given at the end of the rules for each model in the STARHOUND range. As additional ships are added to the range, record charts will be included in the packaging. PERMISSION IS HEREBY GIVEN TO PHOTOCOPY THESE CHARTS ONLY.

Flexible Tape Measure

Turn Angle Indicator - see example

Pair of Percentage Dice - these are the only dice used in the rules. when a 1-10 dice throw is called for, throw one dice only and count 0 as 10. When a percentage score is called for, throw both dice and count 00 as 100.

Scrap Paper and Pen - for use in Advanced Game to keep track of Crew Experience Points and Optimum Mission Time.

SCALES (Basic & Advanced)

All distances in the rules, though quoted in centimetres, may be read as inches, millimetres or whatever, depending upon the space available.

MOVEMENT (Basic & Advanced)

Movement is executed in two dimensions only. Three dimensional movement in space, where there is no 'up' or 'down', does not have the same relevance as it does in rules for aircraft combat, and the added complications inherent in including 3-D rules far outweigh any possible advantages.

Each ship has three movement factors. These are:

AF: ACCELERATION FACTOR - maximum increase in speed allowed compared to the previous bound.

DF: DECELERATION FACTOR - maximum decrease in speed allowed compared to the previous bound.

TF: TURN FACTOR - maximum number of turns a ship may make in a bound, denoted by a number, and the maximum angle of each of those turns, denoted by a letter. A ship may make any turn up to and including the one shown on its record chart, although this may be altered by the rating of its crew. From the smallest to the highest, the turn angles are A,B,C,D,E, and F.

EXAMPLE: AF 6, DF 3, TF 3C

May increase speed by 6 compared to the speed at the end of the bound previous, or decrease its speed by up to 3. It may make up to 3 turns per bound, each of which may be A,B, or C.

TURNING (Basic & Advanced)

Players note in their orders how many turns they will make in the bound, stating the angle of each turn, and indicating the direction (left or right) by use of an arrow.

To determine where the ship turns, use the following chart:

<u>No. of turns</u>	<u>Sequence</u>
1	T. M
2	T. $\frac{1}{2}$ M. T. $\frac{1}{2}$ M
3	T. $\frac{1}{3}$ M. T. $\frac{1}{3}$ M. T. $\frac{1}{3}$ M
4	T. $\frac{1}{4}$ M. T. $\frac{1}{4}$ M. T. $\frac{1}{4}$ M. T. $\frac{1}{4}$ M

T. Make turn

M. Move (fraction) of total movement distance for bound.

A simple way to remember this is to divide the total distance to be moved by the number of turns to be made, and always start the bound with a turn.

Ships must always use the full turn angle ordered. This, with the procedure outlined above, serves to regularise movement, hopefully avoiding argument, without the use of a playing board.

MOVEMENT ORDERS (Basic & Advanced)

Players must write orders showing:

- Total distance to be moved
- Angle and direction of each turn to be made
- Targets for Homing Missiles to be fired (Advanced Game only)

Orders are written move by move in both games, although in the Advanced Game the number of phases for which orders are written in advance is dependant upon the Crew Rating.

EXAMPLES:

Basic Game

MOVE No.	1	2	3	4
MOVEMENT	10	14	16	14
TURNS		C↖ C↖	B↖ C↗	C↗

Move 3: Ship will make a 'B' turn to the left, move 8 in a straight line, make a 'C' turn to the right, and finish its movement by moving a further 8 in a straight line.

Advanced Game

MOVE No.	1			2	
PHASE	A	B	C	A	B
MOVEMENT	8	12	15	15	20
TURNS	A↗	A↗ A↗	B↗		A↗
HOMING MISSILE					

Move 2, Phase B: Ship will make an 'A' turn to the right, and move 20 in a straight line, finishing its movement.

ORDER OF PLAY

Basic Game

- 1) Players write movement orders.
- 2) All ships are moved.
- 3) Firing is adjudicated.
- 4) Any damage is marked on ship record charts, and destroyed ships are removed from play.

All firing and movement is considered to be simultaneous.

Advanced Game

- 1) Players write movement orders - see under 'Effects of Combat Experience (Advanced Game)'. Homing missile lock-on announced.
- 2) All ships are moved.
- 3) Homing missiles are moved.
- 4) Firing is adjudicated
- 5) Any damage is marked on ship record charts, and destroyed ships

are removed from play.

All movement and firing is considered to be simultaneous.

MINIMUM SPEED (Basic & Advanced)

No ship may more than double its speed compared to the previous bound. From this it is clear that if a ships speed falls below its Acceleration Factor it may not use its full AF. Ships starting the bound stationary may move 1 in that bound.

Ships which are stationary may rotate through 360°, but are counted as not moving for firing purposes.

No ship may move backwards, and all ships must move along their direction of facing.

MAXIMUM SPEED (Basic & Advanced)

There is no maximum speed.

FUEL (Basic & Advanced)

Expenditure: Each 1 acceleration or deceleration	1 unit
Each turn	1 unit

SLOT FLYING

Basic & Advanced

To be 'in the slot' means to be in a position behind an enemy ship, so that ship is in your fire arc, and sufficiently far enough behind to allow you to react when the enemy pilot performs manouvres to try and shake you.

If a ship ends the bound:

- 1) With an enemy ship in its fire arc.
- 2) In the rear (slot) arc of that ship.
- 3) No more than 25 behind that ship.
- 4) No closer than
 - a) 10 if the following pilot is Novice
 - b) 7 if following pilot is Veteran
 - c) 1 if following pilot is Ace

the ship is in the slot. The slot is kept whenever the above applies at the end of the bound.

When one ship is in the slot, the following applies:

Basic Game

The leading pilot must state, before the slot player has written his movement orders:

- 1) Total distance moved last move.
- 2) Whether accelerating or decelerating this move, but not by how much.
- 3) Direction, but not angle, of first turn to be made.
- 4) Number of turns to be made.

EXAMPLE: 15/accelerating/left/3

Advanced Game

For the purposes of writing orders only, and whenever they hold the position, the crew in the slot is counted as being one rating higher (eg. if they normally write orders 3 phases in advance, then for as long as they are in the slot position they will write orders for 1 phase then 2 phases - see 'Effects of Combat Experience - Advanced Game'). If this increase is not possible (ie. crew writing orders phase by phase already) then the enemy crew is counted as being one rating lower for the purpose of writing orders. If this is not possible (ie. enemy crew already writing orders 3 phases in advance) then no alteration is made, as it must be an Ace status crew in the slot chasing a Novice rated crew, and should therefore need no further advantage.

ELIGABILITY TO FIRE (Basic & Advanced)

Players do not write firing orders (exception - see Homing Missiles) To claim an enemy ship as a target, the following must apply:

- a) Beam Weapons and Cannon: Target must be in Fire Arc at end of bound.
- b) Guided Missiles: Target must be in Fire Arc at start of bound, and firing player must state target before movement orders are written.
- c) Homing Missiles (Advanced Game only): Target must be in Fire Arc at start of first phase of lock-on move, and lock on must be announced after orders have been written for phase(s).

TARGET TYPE (Basic & Advanced)

There are two types of target. These are:

Standard Target: Target starts and ends bound in Fire Arc.

Incident Target: Target ends bound in Fire Arc, but starts bound outside it.

On the Fire Chart the column marked STD. is used when firing at a Standard Target, and the column marked INC. when firing at an Incident Target.

FIRING PROCEDURE (Basic & Advanced)

- a) Measure range and cross reference on Fire Chart with weapon type and target type to give basic hit chance.
- b) Subtract and add relevant factors. (In larger games players may find it easier to declare targets before firing commences, and to place small markers next to these targets, noting the type of fire being directed at them. A note should be made when a Cabin hit is suffered, as this will affect firing in the next bound)
- c) Each weapon firing is thrown for separately. Throw a pair of percentage dice. If the score is less than that required a hit is scored. If the score is higher, it is a miss. If the score is equal to that required it is a near miss, and the procedure for a hit is followed as for the targets reaction, although damage is neither diced for nor suffered.

When a hit or near miss occurs, Novices must accelerate or decelerate maximum next bound. Veterans must make at least one

maximum turn next bound, Aces are unaffected by near misses, but react to hits as Veterans. These reactions apply to the target only.

- d) When a hit is scored, refer to the Damage Allocation Chart, and throw a pair of percentage dice to determine the area hit.
- e) To find the effect of the hit, if any, throw a 1-10 dice and refer to the relevant weapon type under 'Modifier'
- f) All damage is recorded on the Ship Record Chart and takes effect at the end of the bound. Advanced Game: if damage reduces a ship's ability to manoeuvre to the extent that it is unable to comply with orders written for subsequent phases in the move, those orders must be altered to comply with the ship's reduced capability, but in such a way as to carry out the original orders as fully as possible.

HOMING MISSILES (Advanced Game)

Before firing a Homing Missile must be locked on to its target. Lock on is automatic, and requires that the target is in the Fire Arc at the start of the first phase of the firing move, and within 50 at some point during that phase. Lock on must be announced, and the target stated after orders have been written at the start of the first phase. The missile is launched at the start of the third phase in the firing move, and is represented as a separate model thereafter. It has a speed of 10 greater than the launching ship at the start of the launch phase, and neither accelerates nor decelerates after launch. It may make up to 4 'F' turns each phase. It is moved on a phase by phase basis, without written orders, in the most direct line to its target. At the end of the third phase in every move, it must check to see if it is still locked on to its target.

The following is used to determine the percentage chance of retaining a lock on:

$$100 - (\text{Range} + 3 \times \text{Total no. turns in move} + 2 \times \text{Total acc/dec in move})$$

Turns and acceleration/deceleration refer to the target, not the missile. The percentage dice throw must be less than, or equal to, the above score to retain lock on. If the score is higher, then the missile has lost its target, and is removed from play.

EXAMPLE:

Range from missile to target at end of third phase 25

Target movement:				Total for
Phase	1	2	3	Move
Turns:	2	3	2	7
Acc.	3			3
Dec.		2	2	4

Percentage chance of retaining lock on is therefore:

$$100 - (25 + 3 \times 7 + 2 \times (3+4)) = 100 - 60 = 40\%$$



To hit, the missile must actually cross the targets base, possibly requiring that both the missile and target be moved in part moves during any phase in which contact seems possible. When contact is made, a dice throw determines whether or not the missile passed close enough to actually hit the target.

If the missile approaches from the targets frontal arc, the chance of impact is:

100 - (Speed of missile + speed of target at end of phase)

If the missile approaches from the rear arc, the chance is:

100 - (Greater of two speeds - lesser of two speeds)

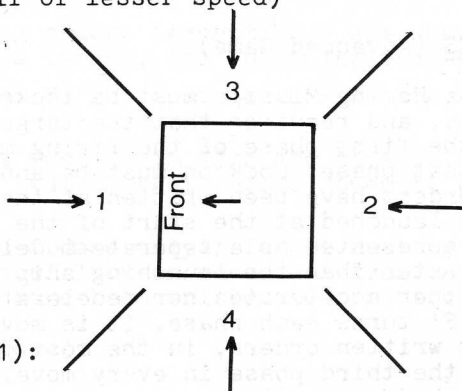
If the missile approaches from a side arc, the chance is:

100 - (Greater speed - half of lesser speed)

EXAMPLE:

Target speed: 20

Missile speed: 40



Missile approaches from (1):

$100 - (20 + 40) = 40\%$

Missile approaches from (2):

$100 - (40 - 20) = 80\%$

Missile approaches from (3) or (4):

$100 - (40 - \frac{1}{2}20) = 70\%$

If the dice score is equal to or less than that required, the missile impacts on the target, which is destroyed. All crew factors are reduced to 0. If the missile fails to impact, it completes its movement and continues as before.

Homing Missiles may be fired on as other ships, but halve final percentage chance of hitting. If a hit is scored, do not throw a modifier dice, as any hit destroys.



FIRING EXAMPLE

Basic & Advanced

Situation: Firer Rating Veteran - W+R = 10
Movement. Accelerated 3, moved 15.
Turns. 1 'C' turn
Weaponry carried. 1 Lance, 2 Disruptors, 2 Cannon
Single Seater
Target Movement. Accelerated 7, moved 10
Turns. 1 'D' turn, 1 'A' turn
Starts & ends bound in firers Fire Arc
Range 29

Firer decides to use Lance and Disruptors (Limited to two weapon types because of turning during bound)

Basic Game

	<u>LANCE</u>	<u>DISRUPTOR</u>
Range	<u>80</u>	<u>65</u>
Target: 2 turns	-5	-5
Firer: 1 turn	-5	
Single seater	-5	-5
Rating		
Hit Chance	<u>65</u>	<u>55</u>

One chance @ 65%, two chances @ 55%

Advanced Game

	<u>LANCE</u>	<u>DISRUPTOR</u>
Range	<u>80</u>	<u>65</u>
Target: 2 turns	-5	-5
Firer: 1 turn	-5	
Single seater	-5	-5
Rating	<u>+10</u>	<u>+10</u>
Hit chance	<u>75</u>	<u>65</u>

One chance @ 75%, two chances @ 65%

Basic & Advanced

Lance: dice throw 42% - hit

Disruptors: dice throws 87% & 5% - one hit, one miss

Damage allocation:

Lance: Throw for area hit. 69% - Weaponry

Modifier: Heavy Weapon. Throw of 6 - Weapon K.O.

Disruptor: Throw for area hit. 12% - Hull

Modifier: Heavy Weapon. Throw of 2 - Fuel + Damage

Owner of target ship would decide which weapon was destroyed by dicing for those carried, ignoring weapons already destroyed. Eg. if 4 weapons were carried, he would use a pair of percentage dice, one weapon being numbered 1-25, a second 26-50 and so on. He would also mark one hull damage on his ship record chart, and then throw a 1-10 dice. A score of say 8 would mean that his ships fuel supply would be reduced by 8 (assuming no previous Fuel hits had been suffered) at the end of each bound thereafter.

NOTE: No advantage is gained by not firing all weapons of one particular type at a target. Firing restrictions are all by weapon type, not individual weapons. It is assumed that all weapons of one type will be fired by pressing the same button.

CREW RATING

Basic Game

There are two ways of deciding crew rating. For a 'one-off' game, a 1-10 dice is thrown for each crew:

1-2 Novice
3-9 Veteran
0 Ace

If the game is to be fought as one in a series, the following guidelines are suggested:

Novice: all players start as Novices.

Veterans: must survive at least 3 combats.

Aces: Veteran with 5 kills.

Advanced Game

In the Advanced Game, the combat experience of a crew is determined by four factors:

Weaponry Control: W

Piloting: P

Reaction: R

Endurance: E

and various combinations of these factors are used to determine the effectiveness of the crew.

As in the Basic Game there are two ways of deciding crew rating. The simple method is to throw a 1-10 dice for each of the four abilities, halving the score in each case.

When the game is fought as one of a series, combat experience is gained as follows:

ACTION	FACTOR			
	W	P	R	E
Each combat mission survived				+1
* Each hit scored with weapon type other than Homing Missile	+ $\frac{1}{2}$			
Each hit scored with Guided Missile			+1	
Each time enemy in slot & shaken		+1		
Each phase in slot if enemy P+R factor:				
Greater than/equal to own		+2	+1	
Lower than own		+1		

*NOTE: weapon type, not individual weapon.

A running total of the four factors is kept during the game and transferred, assuming the crew survives, to the Crew Combat Experience Record Chart at the end of the game.

EFFECTS OF COMBAT EXPERIENCE

Basic & Advanced

(additional effects are given below for use in the Advanced Game only)

RATING

EFFECT

NOVICE	Maximum turn angle shown on Ship Record Chart is reduced by one (eg. C to B) if possible. May fire a maximum of two weapon types per bound. May only fire one weapon type when turning. May engage one target per bound.
VETERAN	Maximum turn angle as shown on Ship Record Chart. May fire a maximum of three weapon types per bound. May only fire two weapon types when turning. May engage one target per bound.
ACE	Maximum turn angle shown on Ship Record Chart is increased by one (eg. B to C) if possible. May fire a maximum of four weapon types. May only fire three weapon types when turning. May engage two targets per bound.

A multiple crew is classed under one heading, but is not limited by turning as to the number of weapon types it may fire in a bound. Multiple crews may engage one more target per bound than single crews (ie. add one to the figures quoted above)

Advanced Game

The following are in addition to those effects shown under Basic & Advanced.

FACTORS			EFFECT
SECTION	USED	TOTAL	
ORDERS	P+R	0-8 9-20 21+	Write movement orders 3 phases in advance Each move, write orders for first phase only. At end of first phase, write orders for phases 2 & 3. Write orders phase by phase.
SLOT	P+R	0-8 9-16 17+	Use slot arc A on enemy base. Use slot arc B on enemy base. Use slot arc C on enemy base.
FIRING	W+R	-	Add total to % chance of hitting - see fire chart.
ENDURANCE	E		For each point add one move before performance degradation begins.
FIRE ARC	P+R+W	0-15 16+	Use fire arc A Use fire arc B
RATING	P+R+W+E	0-12 13-28 29+	Novice * Veteran* Ace *

* See under 'Basic & Advanced' for effect of rating.

EXAMPLE:

P: 7, R: 5, W: 8, E: 8.

ORDERS	P+R= 12	Write orders 1 phase then 2 & 3
SLOT	P+R= 12	Use slot B on enemy base to determine whether or not in slot
FIRING	W+R= 13	Add 13% to hit chance for all weapons except Homing Missiles
ENDURANCE	E= 8	Add 8 moves to optimum mission time
FIRE ARC	P+R+W= 20	Use fire arc B on own base when firing
RATING	P+R+W+E= 28	Veteran. Use maximum turn angle as shown on ship record chart. May fire a maximum of three weapon types per phase. May only fire two weapon types when turning. May engage one target per phase.

If the above factors relate to a multi seater crew, they would ignore the restriction allowing them to fire a maximum of two weapon types when turning, and would be able to engage two targets per phase.

PERFORMANCE DEGRADATION (Advanced Game)

Performance degradation represents physical exhaustion, mental fatigue, and a breakdown in concentration. It affects REACTION.

Each crew has an Optimum Mission Time.

Single Seater: 8 moves

Multi-seater: 12 moves

To the above, add the Endurance value the crew has accumulated. At the start of each game, and for that game only, add half the score of a 1-10 dice as a random factor, to represent how the crew feels 'on the day'.

At the end of the last move of optimum mission time, the crew lose one Reaction (R) point. They lose one R point at the end of every move thereafter until a total of 5 R points have been lost. They then lose one R point at the end of every phase. This loss of Reaction points lasts for the current game only, but during the game the loss of R points affects the crews capabilities, so a record must be kept. When the crews total of R points accumulated prior to the current game is reduced to 0, there is no further reduction in crew capabilities, but a check is still kept, as any R points lost in excess of the R total are deducted permanently at the end of the game from that total. This could mean that the crew, assuming it survives, ends up with a negative Reaction score.

ENDING THE GAME (Basic & Advanced)

While there are many possibilities for scenarios using these rules, such as protecting an unarmed merchantman against attack, they are basically designed around a dog-fight in space, as seen in many recent films and television series. As such, the game will normally end with either one of the players ruefully removing his ship model from the table, or putting his foot to the floor in an attempt to outrun his opponent.

However, making your opponents ship do an impression of a small sun going super nova is of little use if, at the end of the game, your fuel tanks are empty. There is the small matter of returnin home to be considered. Players may either decide how far behind their base lines their respective stations lie, and also the maximum speed at which the ships may be travelling when they get there so a pick-up is possible, or they may use the following abstract system:

$$\frac{\text{FUEL LEFT} \times 100}{\text{INITIAL SUPPLY}} \times 4 = \% \text{ chance of reaching base}$$

It will be seen from this that if a ship ends the game with at least $\frac{1}{4}$ of its fuel remaining, it is garunteed getting home safely. If it has less than $\frac{1}{4}$ its initial supply, the above formula is used. A pair of percentage dice are thrown, and the score must be less than or equal to the figure obtained above to reach home safely. There is always a minimum chance of 10% of reaching home safely.

GAME VARIATIONS

- 1) Dog-Fight: Either a simple one to one game, or a multi-player game, with the players split into two sides. Players may either choose their own ships, or dice for which one they will have. Should a ship fly off the edge of the table, either move all the others across to bring it back on, or add another table.
- 2) Arena of Death: Very much a Gladiatorial combat in space. We recommend that the Basic Rules are used, although if players wish to fight as a sort of league table, then the Advanced Rules are particularly appropriate. Players should not be allowed to fly off the table. If they reach the edge, their course should be reversed, and possibly one Hull damage suffered. Players may fight as teams or as individuals.
- 3) Escort Duty: Players design an unarmed merchantman along the lines of the fighters, although it should be very sluggish - AF 3, DF 2, TF 1A - and allocate escort fighters and raiders. The object should be for the escorts to get the freighter off the table, and for the raiders to destroy or cripple it.

These are some examples of game types, although as said before the main game is the Dog-Fight game.

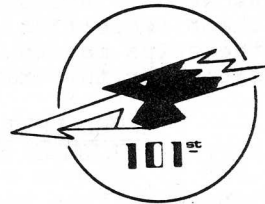
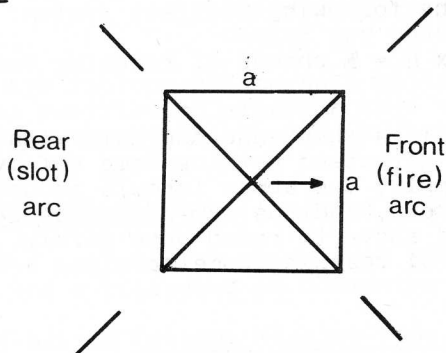
STARHOUND RATING - an Advanced Game Optional Rule

The rating of STARHOUND is the next step up from Ace. To attain this rating, the crew must have a P+R+W+E total of at least 40, and each of the four factors must be at least 9.

Starhounds act as Aces in all respects except one, they do not write orders for the first phase in the move. Rather, the player is allowed to wait until all other ships have moved before deciding how he will move his. He then writes orders on a phase by phase basis for phases 2 and 3 as would an Ace.

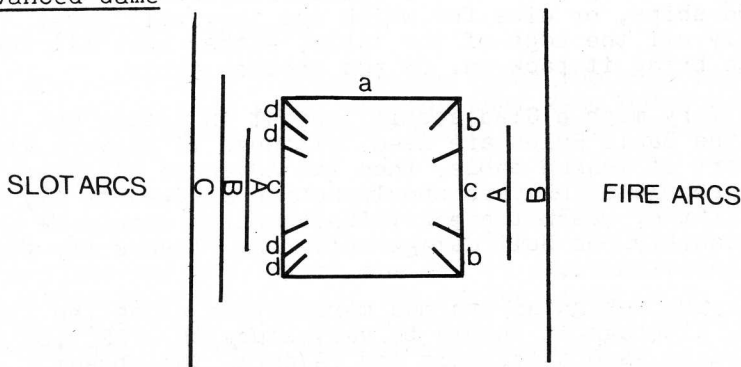
BASES

Basic Game



a 2"
b 1/2"
c 1"
d 1/4"

Advanced Game

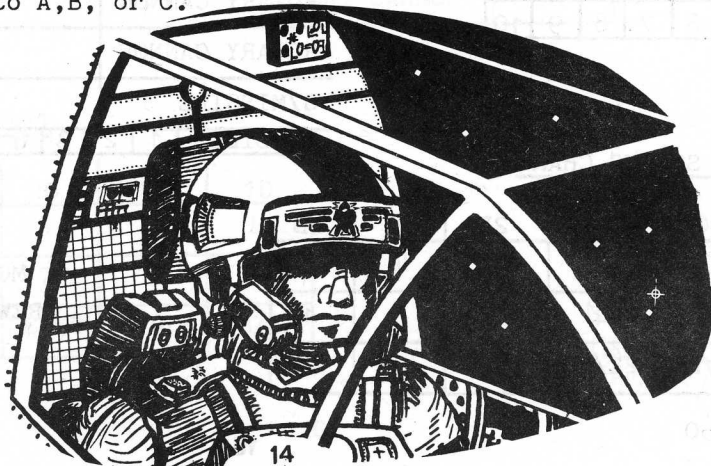


STARTING THE GAME (Basic & Advanced)

The playing area should be approximately 150 by 150, and opposing ships should start on the edge, across from each other. We consider this logical, as both ships would have sensors, able to detect enemy ships at a range outside the maximum firing range, and even if one ship had a clear advantage over its opponent, the others TacComp (Tactical Computer) would soon tell him if he were able to outrun the enemy. If he can, there is no game. If he can't, he will turn and face the enemy. Players may, of course, alter this in any way they please.

USE OF THE SHIP RECORD CHARTS (Basic & Advanced)

- 1) Engines Each engine is represented by two boxes. When an engine is damaged, one box is crossed through. When an engine is destroyed, cross through both boxes. If the same engine is damaged twice, it is destroyed.
 - 2) Weaponry Each weapon is represented by one box. When a weapon is destroyed, the box relating to that weapon is crossed through. Guided Missile: in addition to the box representing the launcher there are also a number representing the Missile Pods carried. Each time the guided missile launcher is used, one missile pod is crossed through. When all missile pods have been crossed through, the guided missile launcher may no longer be used. When a guided missile launcher is destroyed, all remaining missile pods of that launcher are also destroyed. Missile pods may not be transferred between launchers.
Homing Missiles (Advanced Game Only): At the players option, any weapon system may be replaced by homing missiles at the following rate:
 - 1 Homing Missile/Laser, Blaster, or Rotary Cannon
 - 2 Homing Missiles/Disruptor, Lance, or Guided Missile Launcher
- Each homing missile is represented by one box. This is crossed through when the missile is either destroyed or launched.
- 3) Hull Each hull damage is recorded by crossing through one hull box. When all hull boxes have been crossed through, the fighter is destroyed.
 - 4) Fuel A tally of fuel used (and lost through damage) is kept. When all fuel has been used, the fighter may no longer accelerate, decelerate, or turn.
 - 5) Engine Status Chart Key: G:Good (Undamaged); D:Damaged
Use the column which relates to the current state of the fighters engines. For example, if a Vulture Heavy Fighter has one of its two engines damaged, then the column headed "1G.1D" would be used to determine the fighters Acceleration Factor (AF), Deceleration Factor (DF), and Turn Factor (TF).
Turn Factor: This states how many turns a fighter may make in a bound, and the maximum angle of each turn. Where two figures are shown (e.g. 3E/4C) the second will always be preceded by a 4. In this example, the fighter may make 1,2, or 3 turns, each of which may be A,B,C,D, or E. If 4 turns are required in the bound, these are limited to A,B, or C.



VULTURE HEAVY FIGHTER (SINGLE SEATER)

WEAPONRY

ENGINE 1						
ENGINE 2						
HULL	1	2	3	4	5	6
	7	8	9	10	11	12

DISRUPTOR	
DISRUPTOR	
ROTARY CANNON	
ROTARY CANNON	
LANCE	

ENGINE STATUS CHART

	2G	1G1D	2D	1G	1D
AF	9	7	5	5	2
DF	7	5	4	4	1
TF	3E/4C	2E/4B	4B	4B	4A

FUEL 180

MODEL No. _____

CREW RATING _____

URNS: +1/EVEN/-1

EAGLE INTERCEPTOR (TWO SEATER)

WEAPONRY

ENGINE 1					
ENGINE 2					
HULL	1	2	3	4	5
	6	7	8	9	10

DISRUPTOR	
DISRUPTOR	
ROTARY CANNON	
ROTARY CANNON	
G/MISSILE	
MISSILES	1 2 3 4 5

ENGINE STATUS CHART

	2G	1G1D	2D	1G	1D
AF	7	6	4	4	2
DF	5	4	3	3	1
TF	3E/4C	2E/4B	4B	4B	4A

MODEL No. _____

CREW RATING _____

URNS: +1/EVEN/-1

FUEL 150

KESTREL INTERCEPT/TRAINER

(TWO SEAT TRAINER. SINGLE SEATER IN COMBAT)

WEAPONRY

ENGINE 1					
HULL	1	2	3	4	5

ROTARY CANNON	
ROTARY CANNON	
BLASTER	
BLASTER	

ENGINE STATUS CHART

	1G	1D
AF	14	7
DF	10	5
TF	4E	2E/4B

FUEL 120

MODEL No.

CREW RATING

TURNS: +1/EVEN/-1

HAWK INTERCEPTOR (SINGLE SEATER)

WEAPONRY

ENGINE 1							
ENGINE 2							
HULL	1	2	3	4	5	6	7

ROTARY CANNON	
ROTARY CANNON	
ROTARY CANNON	

ENGINE STATUS CHART

	2G	1G1D	2D	1G	1D
AF	17	13	9	9	4
DF	13	10	7	7	3
TF	4E	4D	2E/4B	2E/4B	3B/4A

FUEL 120

MODEL No. _____

CREW RATING

TURNS: +1/EVENS/-1

FALCOLN SUPERIORITY FIGHTER (SINGLE SEATER)

WEAPONRY

ENGINE 1						
ENGINE 2						
ENGINE 3						
ENGINE 4						
HULL	1	2	3	4	5	6
	7	8	9	10	11	

LASER	
LASER	
LASER	
LASER	

ENGINE STATUS CHART

	4G	3G1D	2G1D	1G3D	4D	3G	2G1D	1G1D	3D	2G
AF	16	14	12	10	8	12	10	8	6	8
DF	12	10	9	8	6	9	8	6	5	6
TF	4F	4E	3F/4D	3E/4C	4C	3F/4D	3E/4C	4C	4B	4C

	1G1D	2D	1G	1D
AF	6	4	4	2
DF	5	3	3	2
TF	4B	3B/4A	3B/4A	4A

FUEL 170

MODEL No. _____

CREW RATING _____

URNS: EVEN/-1

OSPREY SHORT RANGE SUPPORT FIGHTER (SINGLE SEATER)

WEAPONRY

ENGINE 1								
ENGINE 2								
HULL	1	2	3	4	5	6	7	8

BLASTER	
BLASTER	
DISRUPTOR	
ROTARY CANNON	
ROTARY CANNON	

ENGINE STATUS CHART

	2G	1G1D	2D	1G	1D
AF	14	11	7	7	4
DF	11	8	5	5	3
TF	4D	4C	4A	4A	2A

FUEL 100

MODEL No. _____

CREW RATING _____

URNS: +1/EVEN/-1

CONDOR INTERCEPTOR (TWO SEATER)

ENGINE 1						
ENGINE 2						
ENGINE 3						
HULL	1	2	3	4	5	6
	7	8	9	10	11	12
	13	14	15	16	17	

ENGINE STATUS CHART

	3G	2G1D	2D1G	3D	2G	1G1D	2D	1G	1D
AF	9	8	6	5	6	5	3	3	2
DF	7	6	5	4	5	4	2	2	1
TF	4D	3E/4C	4C	4B	2E/4B	4B	3B/4A	3B/4A	2A

FUEL 250

WEAPONRY

DISRUPTOR	
DISRUPTOR	
LANCE	
ROTARY CANNON	
ROTARY CANNON	
G/MISSILE	
MISSILES	1 2 3 4 5

MODEL No. _____

CREW RATING _____

TURNS: +1/EVEN/-1

ALBATROSS LONG RANGE INTERCEPTOR (TWO SEATER)

WEAPONRY

ENGINE 1						
ENGINE 2						
HULL	1	2	3	4	5	6
	7	8	9	10	11	12
	13	14	15	16		

ENGINE STATUS CHART

	3G	2G1D	1G1D	3D	2G	1G1D	2D	1G	1D
AF	6	5	4	3	4	3	2	2	1
DF	5	4	3	2	3	2	2	2	1
TF	4C	2E/4B	4B	3B/4A	4B	3B/4A	4A	4A	2A

FUEL 260

DISRUPTOR	
DISRUPTOR	
ROTARY CANNON	
ROTARY CANNON	
G/MISSILE	
MISSILES	1 2 3

ROTARY CANNON	
ROTARY CANNON	
G/MISSILE	
MISSILES	1 2 3

MODEL No. _____

CREW RATING _____

TURNS: +1/EVEN/-1

DESIGNING SHIPS (Basic & Advanced)

Although ship charts are provided for the models in the 'STARHOUND' range, players may wish to design their own fighters, either to vary those given or to suit a scratchbuilt model of their own.

Procedure:

- 1) Decide on number of engines, weaponry to be fitted, and whether it is to be a single or multi seater.
- 2) Draw a Ship Record Chart using the above information, and based on those given as examples.
- 3) Total the equipment as follows:

EACH ENGINE	4
WEAPONRY: LASER	1
BLASTER	1
ROTARY CANNON	1
DISRUPTOR	2
LANCE	2
GUIDED MISSILE	3 (per Launcher)
SINGLE SEATER	3
MULTI-SEATER	6

The total is the F.E.V. (Fighter Equipment Value) and may be used as a points cost.

- 4) Number of Hull boxes = $\frac{1}{2}$ FEV.

- 5) Acceleration Factor = $\frac{\text{No. of Engines}}{\text{Hull Boxes}} \times 40$. To this add the difference of two normal dice, to represent design variations.

- 6) Deceleration Factor = $\frac{3}{4}$ AF

- 7) Turn Factor = $\frac{\text{No. of Engines}}{\text{Hull Boxes}} \times 36$, again plus or minus the difference of two normal dice. Relate the figure obtained to the following chart:

<u>RESULT</u>	<u>TURN FACTOR</u>
1	2A
2	4A
3	3B/4A
4	4B
5	2E/4B
6	4C
7	3E/4C
8	4D
9	3F/4D
10	4E
11+	4F

- 8) Fuel Supply = 15 x Hull Boxes (although this may be varied)

- 9) Engine Status Chart: The figures obtained above for the AF, DF, and TF are valid when all engines are undamaged. As engines are lost and/or damaged, the figures are reduced in proportion, a damaged engine being half the strength of an undamaged one, and two damaged engines being the equivalent of one good one. E.g. A fighter originally had three engines. One is lost and one damaged. The original AF 12, DF 9, and TF 4D would become AF6, DF5, and TF 4B. (Note: a TF of 4D is 8 on the above chart. Halve this for the reduced engine strength to give 4, which is a TF of 4B on the chart)

CREW CAPABILITY RECORD CHART (Advanced Game)

CREW NAME(S) MAJOR F. GORDON

TYPE SINGLE SEATER

EXPERIENCE RECORD

<u>PILOTING</u>	<u>REACTION</u>	<u>WEAPONRY CONTROL</u>	<u>ENDURANCE</u>	<u>OVERALL RATING</u>	<u>KILLS</u>
12	10	9	8	ACE	9

<u>SECTION</u>	<u>FACTORS</u>	<u>EFFECT</u>
ORDERS	P + R = 22	ORDERS PHASE BY PHASE
SLOT	P + R = 22	SLOT ARC C
FIRING	W + R = 19	+19% TO HIT CHANCE
ENDURANCE	E = 8	OPTIMUM MISSION TIME 16 MOVES
FIRE ARC	P + R + W = 31	FIRE ARC B

ORDER CHARTS (Basic & Advanced)

BASIC GAME

MOVE No.	1	2	3	4	5	6	7	8	9	10
MOVEMENT										
TURN										
CABIN HIT										

ADVANCED GAME

MOVE No.	1			2			3			4		
PHASE	A	B	C	A	B	C	A	B	C	A	B	C
MOVEMENT												
TURN												
HOMING MISSILES												
CABIN HIT												

We would suggest the above charts are covered in clear plastic and marked with chinograph pencil. In particular, in the Advanced Game order pad, this will mean that only two moves be shown; the previous move and the current one.

As always, we would like to end these rules on a note of thanks. To TableTop Games, for publishing them. To QT Models in sunny Bridlington, for producing the models. To Luke Skywalker and Buck Rogers, for providing the inspiration. And last, but not least, to you for buying them.

Should you have any comments, queries, suggestions, or criticisms about the rules, please write to:

STARFLEET STUDIES
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STARHOUND

PULLING HARD TO THE RIGHT, THE PILOT OF THE VULTURE HEAVY FIGHTER SLOWLY CAME IN LINE WITH HIS QUARRY. HIS HEAD UP DISPLAY SHOWED THE TARGET IMAGE MOVING TO THE CENTRE OF HIS FIELD OF FIRE, RANGING MARKS MOVING INWARDS FROM BOTH SIDES OF THE SCREEN AS HE REACHED THE OPTIMUM FIRING POSITION. THEN THE IMAGE WAS COMPLETELY BOXED IN, AND THE COMPUTER WAS FLASHING A 'LOCKED-ON' SYMBOL. STEADILY HE DEPRESSED THE FIRING PEDAL, AND TWO BEAMS OF INTENSE LIGHT SPED OUT FROM HIS SHIP AS TWO DISRUPTORS OPENED FIRE, FOLLOWED ALMOST IMMEDIATELY BY A SCREAMING NOISE AS HIS TWIN ROTARY CANNON BEGAN THEIR 2000 ROUND PER MINUTE SONG OF DEATH. AS IF IN SLOW MOTION, FIRE BLOSSOMED OUT FROM THE ENGINES AND HULL OF HIS TARGET AS THE ENEMY PILOT TRIED DESPERATELY TO ESCAPE HIS ATTACKER. AGAIN HIS TACTICAL COMPUTER SHOWED THE TARGET BRACKETED IN ITS SIGHTS, BUT AS HE PREPARED TO ADMINISTER THE 'COUP DE GRACE', A LOUD BUZZING IN HIS HEAD PHONES AND A SERIES OF URGENTLY FLASHING LIGHTS ON HIS DISPLAY SCREEN TOLD OF AN ENEMY SHIP CLOSING FAST FROM THE REAR. HIS TARGET NOW FORGOTTEN, HE YANKED HIS CONTROL STICK TO THE LEFT, TRYING TO OUTTURN HIS OWN PURSUER. FAST AS HIS REACTION WAS, HIS OPPONENT WAS FASTER. THE CONSOLE IN FRONT OF HIM SEEMED TO SWELL OUTWARDS, AND, EVEN AS A SCREAM TOOK FORM IN HIS THROAT, HE WAS SURROUNDED BY A BLINDING LIGHT, AND THEN - ONLY DARKNESS.

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DAMAGE ALLOCATION AND EFFECT (Basic & Advanced)

DICE SCORE	AREA HIT	MODIFIER			EFFECT
		LIGHT	HEAVY	PROJECTILE	
0-10	CABIN	1-5	1-7	AUTOMATIC	CREW KILLED
		6-0	8-0		NO EFFECT
11-50	HULL			1	SHIP EXPLODES
		1-2	1-4	2-4	DAMAGE + FUEL
		3-5	5-8	5-9	HULL DAMAGE
		6-0	9-0	0	NO EFFECT
51-75	WEAPONRY	1-7	1-9	AUTOMATIC	WEAPON K.O.
		8-0	0		NO EFFECT
76-00	ENGINES	1-3	1-4	1-7	ENGINE K.O.
		4-8	5-9	8-0	ENGINE DAMAGE
		9-0	0		NO EFFECT

AUTOMATIC: Effect is automatic, no need to throw modifier dice.

EFFECT

CREW KILLED: Ship removed from play at end of current bound. Advanced Game: in addition, all crew factors reduced to 0.

SHIP EXPLODES: As for CREW KILLED.

DAMAGE + FUEL: Record one Hull damage point on Ship Record Chart. Throw a 1-10 dice. The score is the number of fuel units lost per bound thereafter, and is cumulative with subsequent Fuel hits.

HULL DAMAGE: Record one Hull damage point on Ship Record Chart.

WEAPON K.O.: One Weapon is destroyed, and is crossed off the Ship Record Chart. If more than one weapon is carried, dice to decide which is lost. When dicing, do not count weapons already destroyed. ie. a destroyed weapon cannot be hit again. If no weapons are left, count as NO EFFECT.

ENGINE K.O.: One Engine is destroyed, and is crossed off the Ship Record Chart. The ships movement ability is effected as shown on the movement chart on the Ship Record Chart.

ENGINE DAMAGED: One Engine is damaged, and this is marked on the Ship Record Chart. The ships movement ability is effected as under ENGINE DESTROYED.

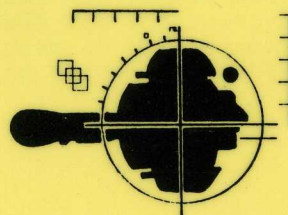
When dicing for which Engine is Destroyed or Damaged, count damaged Engines but not destroyed Engines. An Engine which receives two Damage hits is destroyed. It is possible to damage all the Engines of a ship whilst destroying none of them.

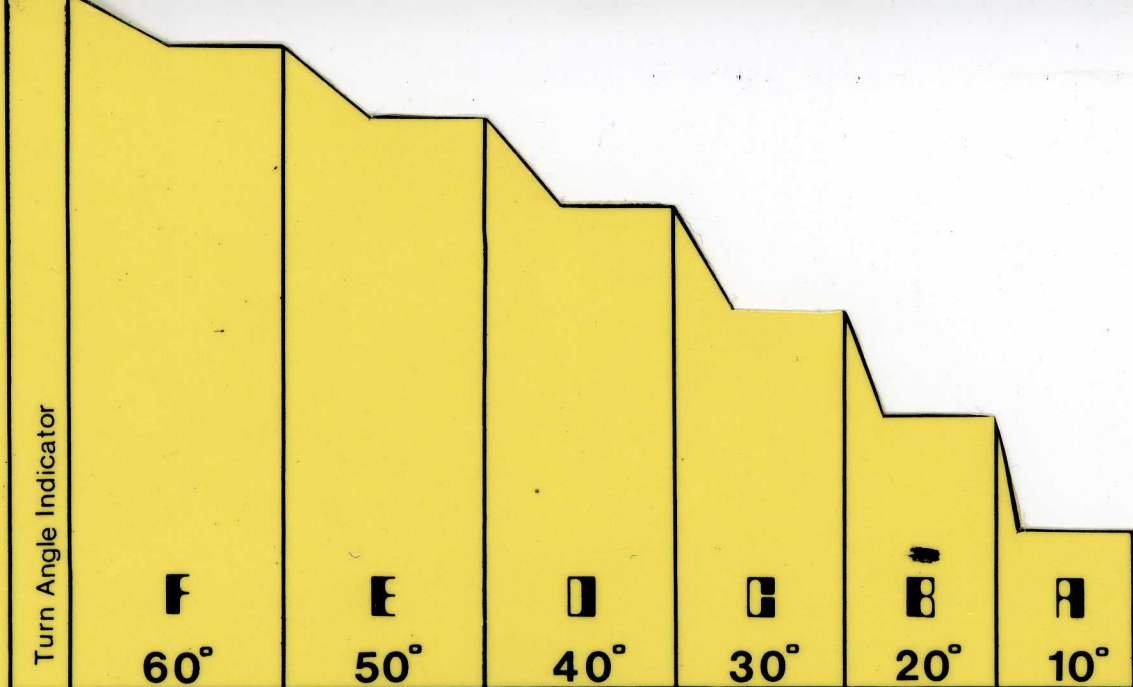
FIRE CHART (Basic & Advanced)

WEAPON TYPE		LIGHT		HEAVY		PROJECTILE	
WEAPON		LASER	BLASTER	DISRUPTOR	LANCE	ROTARY CANNON	GUIDED MISSILE
TARGET TYPE		STD INC	STD INC	STD INC	STD INC	STD INC	STD INC
RANGE	5	92 35	95 45	90 30	95 30	90 15	25 15
	10	85 50	85 45	85 45	95 50	75 20	30 22
	15	75 56	75 37	80 52	95 60	60 10	47 37
	20	65 49	60 18	75 48	90 56	45 XX	60 45
	25	55 41	45 7	70 45	85 52	30	42 32
	30	45 34	30 XX	65 41	80 48	10	20 11
	35	35 26	10	60 37	75 45	XX	10 XX
	40	25 19	XX	55 33	70 41		XX
	45	15 11		50 30	65 37		
	50	5 XX		45 26	60 33		
	55	XX		40 22	55 30		
	60			35 18	50 26		
	65			30 15	45 22		
	70			25 11	40 18		
	75			20 7	35 15		
	80			15 XX	30 11		
	85			10	20 7		
	90			XX	10 XX		
	95				XX		
<u>FACTORS</u>							
<u>Target</u>							
2 turns				-5	-5		
3 turns				-5	-10		-5
4 turns		-5	-5	-10	-15	-5	-10
<u>Moved:</u>							
less than 5		+10	+10	+10	+15	+10	+20
did not move		+20	+20	+25	+30	+20	+50
<u>Firer</u>							
In slot		+25	+25	+35	+35	+25	+40
Cabin hit last bound		-15	-15	-15	-15	-15	-20
Each turn					-5		-5
Single seater		-5	-5	-5	-5	-5	
Rating:							
Basic Game:							
Novice				-5	-5		-10
Veteran		+5	+5			+5	
Ace		+10	+10	+5	+5	+10	+10
Advanced Game:		Add 1 for every Weaponry Point & Reaction Point					

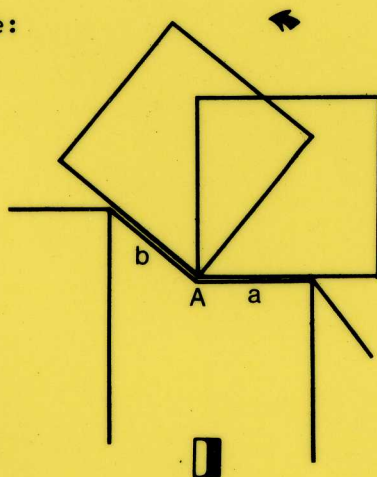
All figures are percentages

XX on chart means out of range





Example of use:



Ship is making a D turn to the left.

- 1) Place side 'A' of required angle along rear of ship base.
- 2) Pivot about corner 'A' until left side of base is up against side 'B' of Turn indicator.
- 3) Move Turn Indicator away from ship base.

(NOTE: for a turn to the right
place rear of ship base against
side 'b' and pivot round to 'a')